

Vampire Clan ‘Evolved’ Skins – The Sentinel of Clan Razielim

2014-03-05 GEORGE KELION, SQUARE ENIX

Today, we’re revealing the third and last of our three evolved skins for *Nosgoth*’s Vampire Clans, this time with the long-awaited **Sentinels of Clan Razielim**.



We’ve noticed a few questions popping up about why exactly the adult and fledgling Vampire skins look so different and why we’re calling them ‘evolved’ skins. The answer is that the Vampires who inhabit the land of Nosgoth evolve over the centuries, with their familiar Human features progressively morphing into distinctively Vampiric forms.

All Vampires evolve by retreating into quiescent states from which they emerge transformed. Each of the Vampire Clans in Nosgoth pupates in a different fashion - some burrow underground for example, while others cocoon themselves.

Over the course of time, Vampires evolve further and further from their Human origins. Younger Vampires are referred to as ‘fledglings’ - not as developed as adults, they are more vulnerable to the harmful rays of sunlight, whereas their older counterparts have largely evolved beyond this vulnerability.

The older the Vampire, the more evolved it becomes. ‘Adult’ vampires are easily distinguishable from fledglings by their more beastly appearance. You can find more info about the process of Vampiric evolution [in this blog entry](#).

With the background lore filled in, allow us to present the adult Razielim character class:

Here’s how Daniel Cabuco describes the Sentinels’ new look:

“Fallen from grace, enslaved and brought low from their once exalted status, the **Sentinels of Clan Razielim** hide their disfigurements behind masks. Forced to cobble together armor and clothing, they silently mourn their lost beauty, wealth, and power.”

Daniel had this to say about his thinking behind the design of the adult Razielim skin:

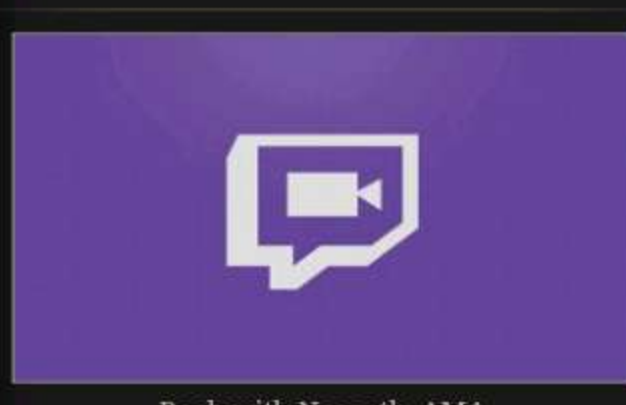
“For the fallen Razielim Sentinels, we brought in aspects of Raziel as part of their identity. The cowl on the neck and the fang bearing masks are an unconscious tie to their fallen master’s form at the bottom of the Abyss. And like Raziel, they have a design reminiscent of tears on the masks to represent the mourning of all they have lost. Their materials are more cobbled together, less refined than the other clans, due to their lack of wealth and craftsmen. Horns were added to their masks to give them a more distinct silhouette and reinforce their desire to once again instil fear in their enemies, if not other Clans.”

Want to ask Daniel a question about the Razielim’s evolved skin? Feel free to submit your questions via e-mail it to Nosgoth@square-enix.com with the subject line ‘Daniel Cabuco Q&A – Sentinel of Clan Razielim’ and we’ll publish his answers here on the blog in due course.

This concludes all the evolved skins we have to share for the time being, but stay tuned for future updates as we’ll be sharing a lot more about [Nosgoth’s Closed Beta](#) over the coming days and weeks.



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23 FEB 01:10

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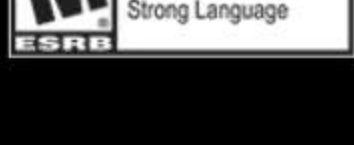
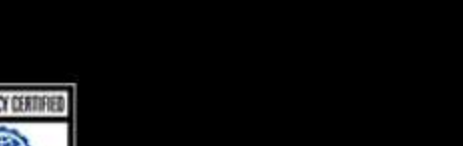
21 FEB 17:17

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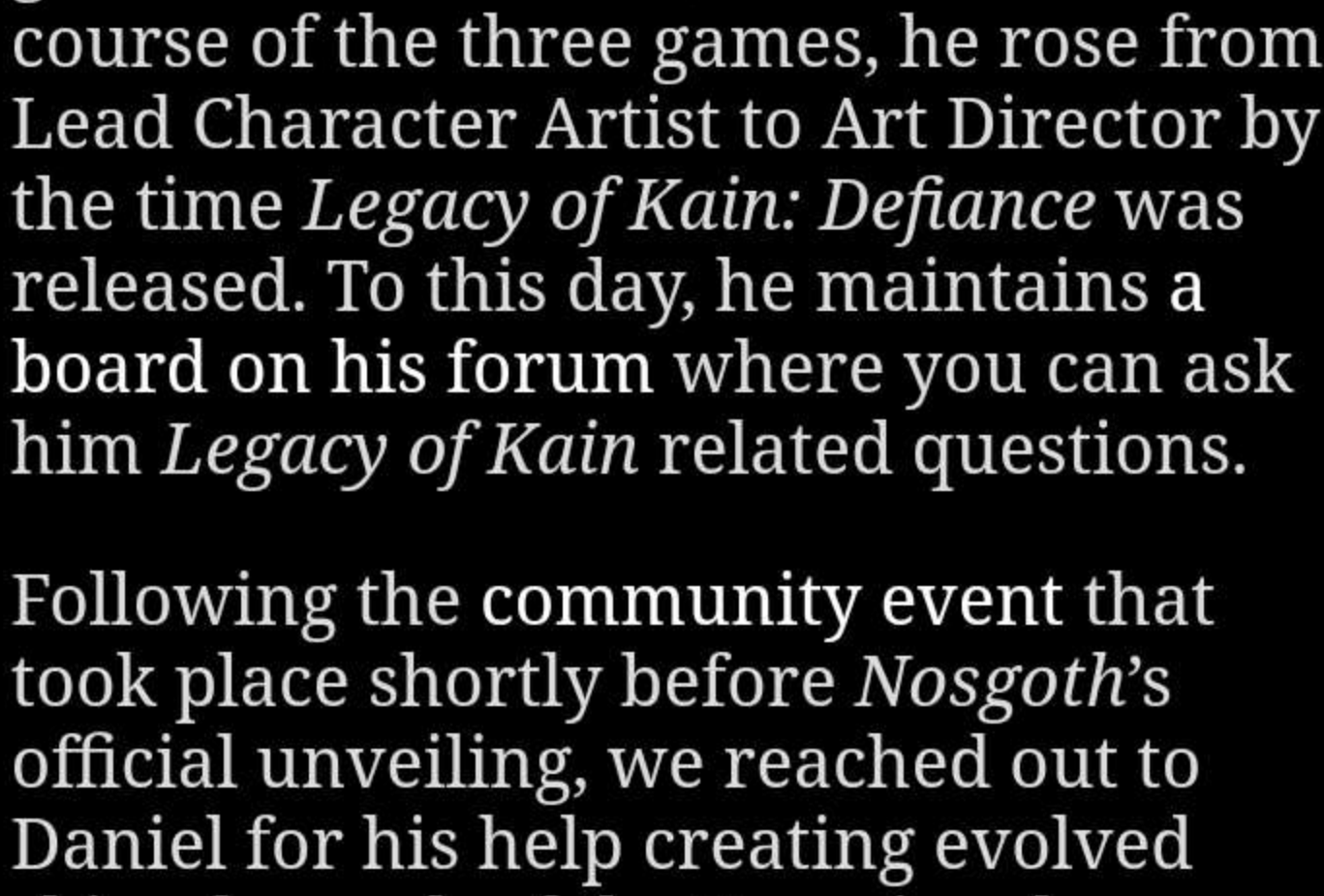
Vampire Clan 'Evolved' Skins – The Tyrant of Clan Turelim

Tagged in: **UPDATE**

PUBLISHED ON: 2014-03-03

**AUTHOR: George Kelion, Square
Enix**

That time has at last come for us to properly reveal the evolved skins we've been working on in conjunction with **Daniel Cabuco**.



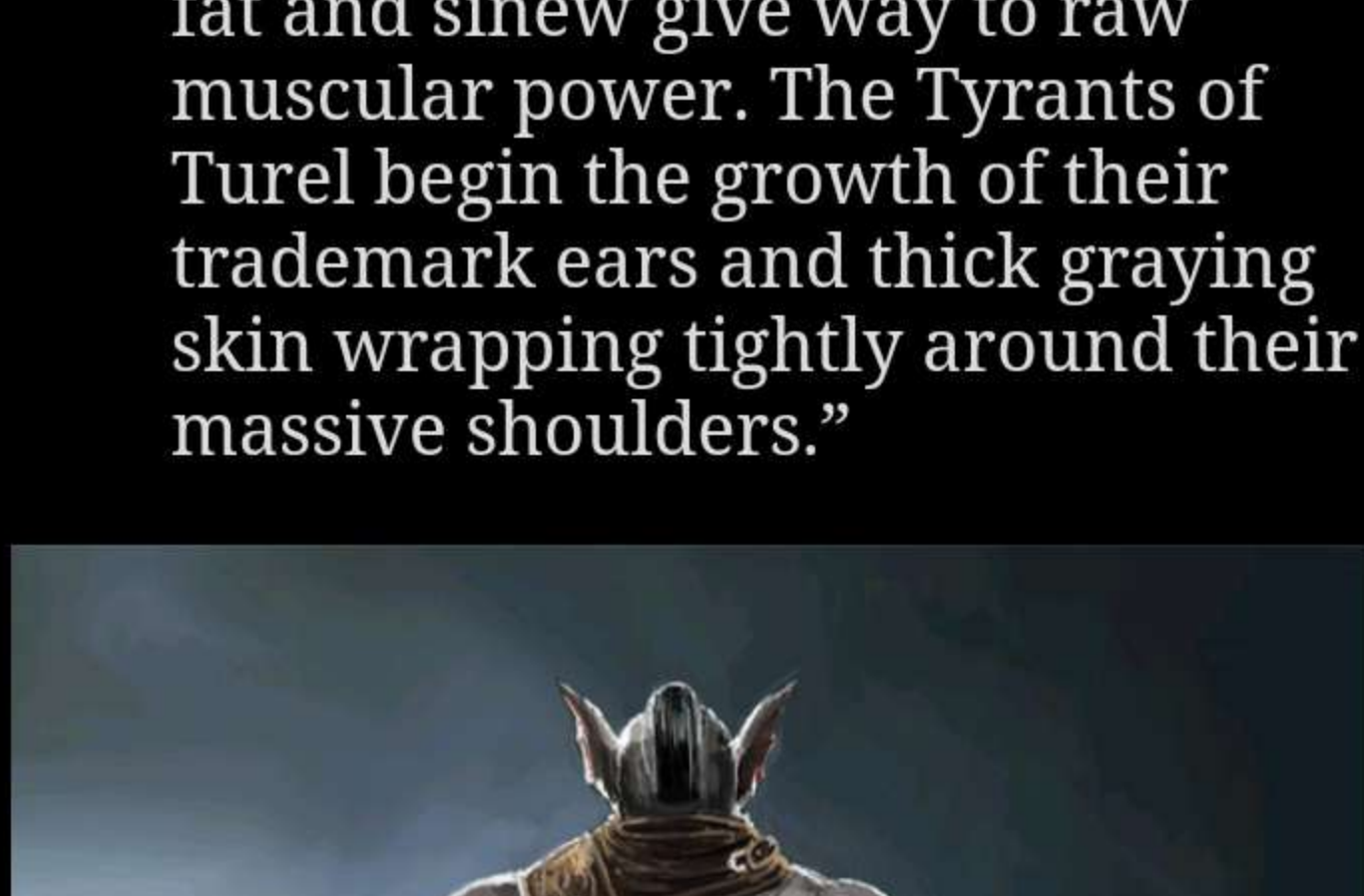
For anyone unfamiliar with his work, Daniel Cabuco joined Crystal Dynamics in 1998 and was immersed in the opportunity to create *Legacy of Kain: Soul Reaver* with some of the best artists, designers and engineers of the time.

His love of the series pushed him to greater involvement, until over the course of the three games, he rose from Lead Character Artist to Art Director by the time *Legacy of Kain: Defiance* was released. To this day, he maintains a board on his forum where you can ask him *Legacy of Kain* related questions.

Following the community event that took place shortly before *Nosgoth*'s official unveiling, we reached out to Daniel for his help creating evolved skins for each of the Vampire character classes representing their Clans in the game, allowing them to grow from fledgling to adult status in accordance with the series' lore by means of the levelling system we currently have in development.

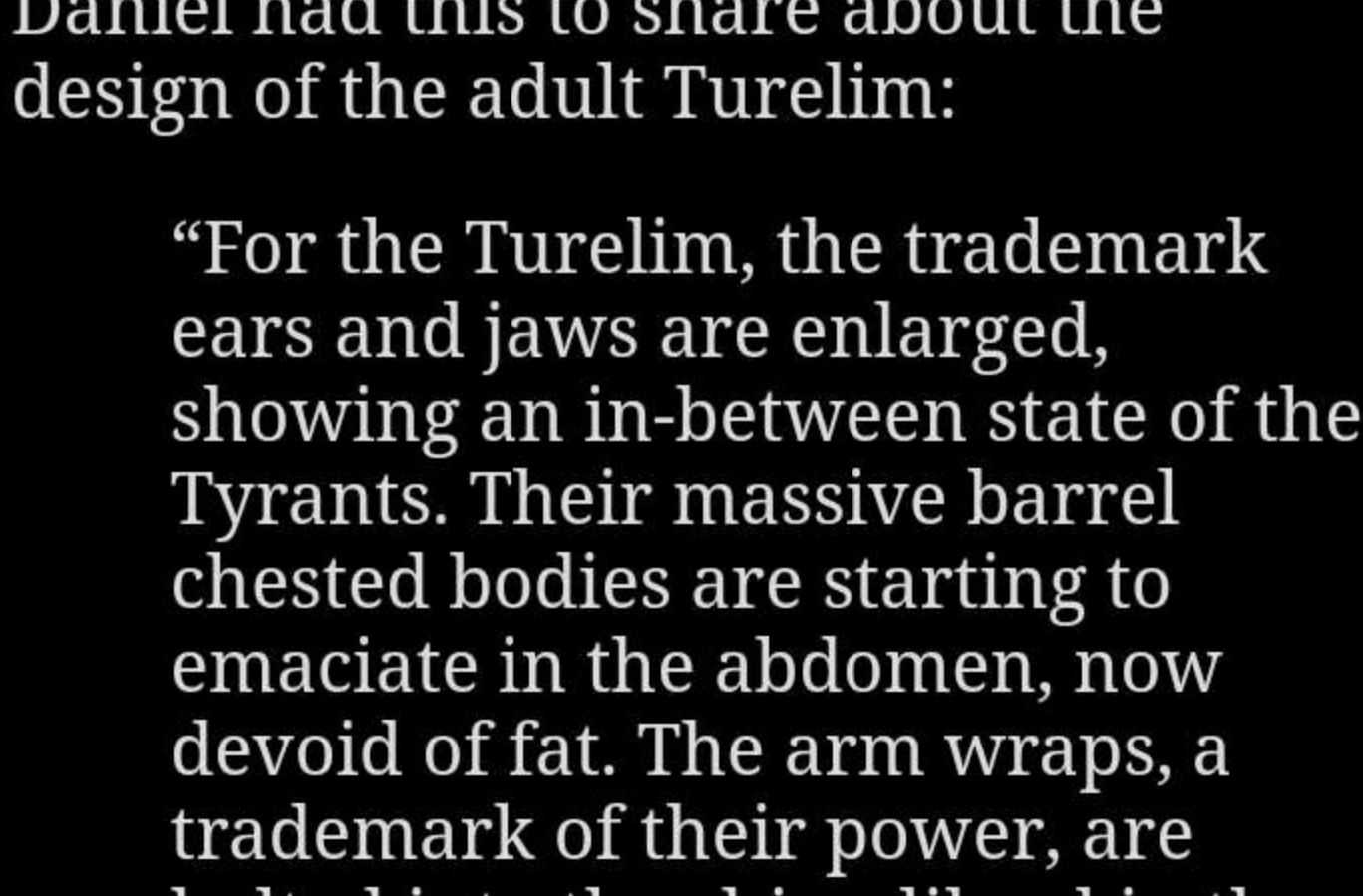
We were eager to create an authentic visual tie to the series that spawned *Nosgoth* and we couldn't think of a better way than by bringing *Soul Reaver*'s Art Lead on board. Working with Daniel has been an enormously enjoyable process and we're all incredibly pleased with the results. In fact, it's been pretty darn hard keeping them a secret for the last month or so!

Today, we're overwhelmingly excited to reveal the first of our three evolved skins for *Nosgoth*'s Vampire Clans with you, starting with the **Tyrants of Clan Turelim**.



In Daniel's own words:

“Devolving into a more feral state, fat and sinew give way to raw muscular power. The Tyrants of Turel begin the growth of their trademark ears and thick graying skin wrapping tightly around their massive shoulders.”



Daniel had this to share about the design of the adult Turelim:

“For the Turelim, the trademark ears and jaws are enlarged, showing an in-between state of the Tyrants. Their massive barrel chested bodies are starting to emaciate in the abdomen, now devoid of fat. The arm wraps, a trademark of their power, are bolted into the rhino-like skin they have developed. Leathers, brass and coppers now comprise their materials (so stained with dried blood that they have started to turn brown). The silhouette now pushes towards what fans will recognize as a *Soul Reaver* Turelim.”

We're offering you a chance to ask Daniel some questions about each individual Vampire character class' evolved skin and we'll be publishing his answers here on the blog in due course. To submit your question, simply e-mail it to Nosgoth@square-enix.com with the subject line '[Daniel Cabuco Q&A – Tyrant of Clan Turelim](#)'.

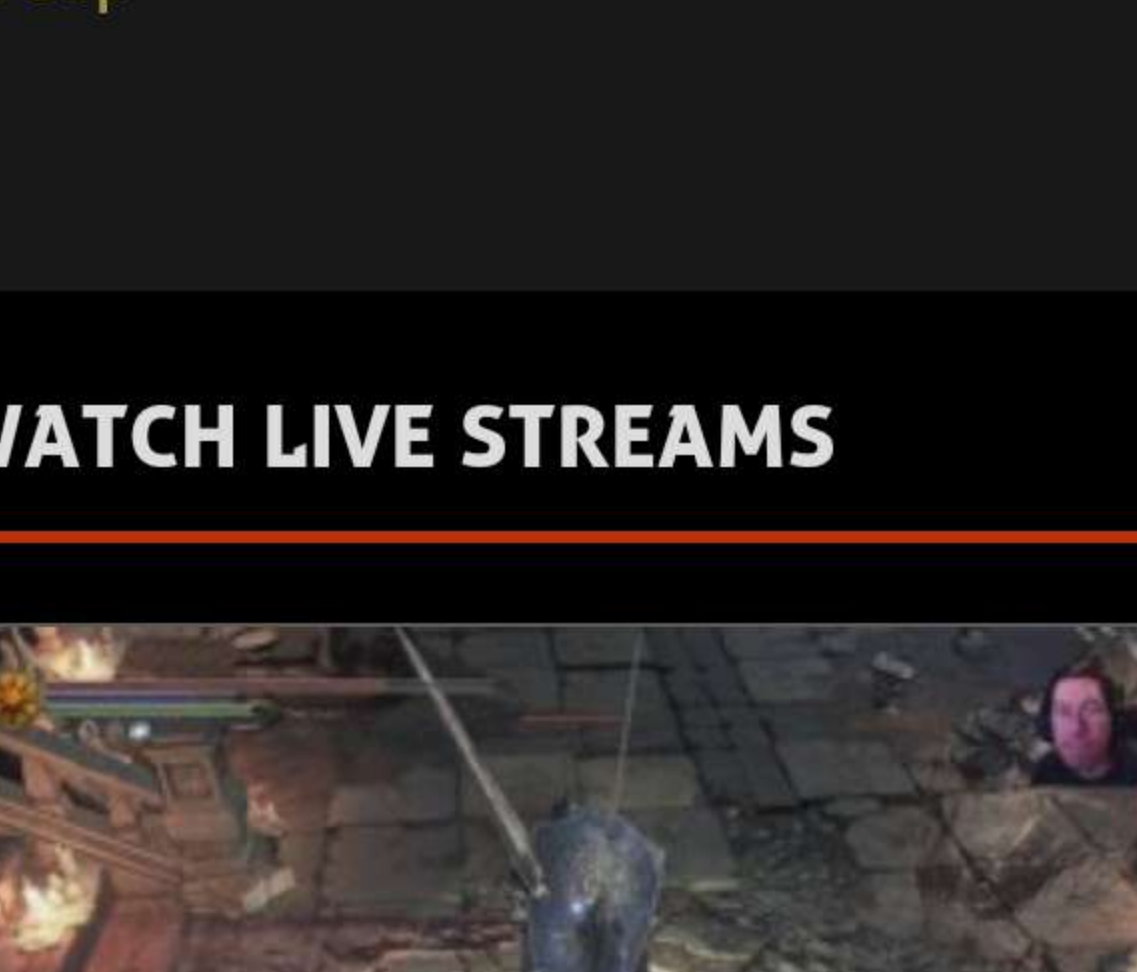
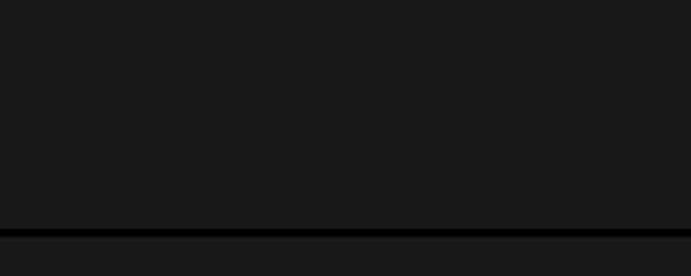
So, what do you make of the Turelim's more monstrous look? Speak up in our forums and share your thoughts, we're eager to read your impressions.

Be sure to come back and check out the blog tomorrow when we'll be revealing the Reaver of Clan Dumahim!

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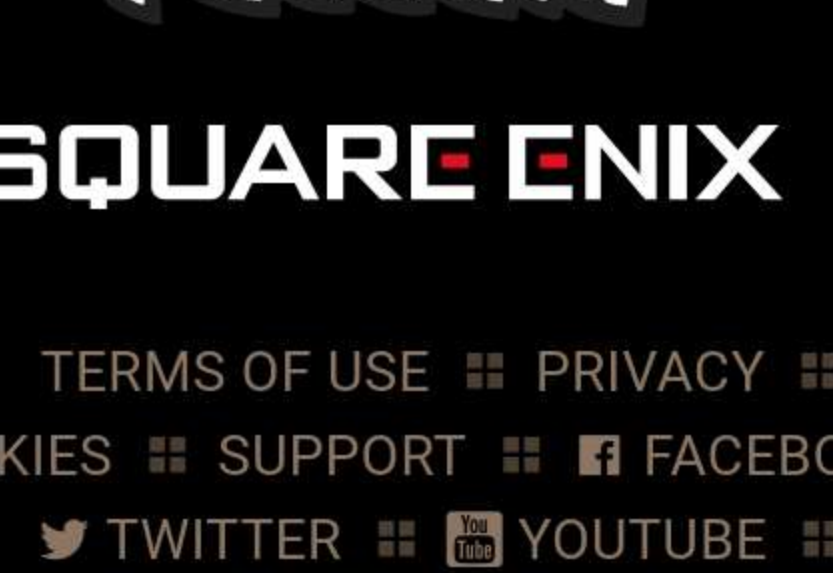
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Vampire Clan ‘Evolved’ Skins – The Reaver of Clan Dumahim

2014-03-04 George Kelion, Square Enix

Today, we’re revealing the second of our three evolved skins for Nosgoth’s Vampire Clans with you, this time with the **Reavers of Clan Dumahim**.



In response to some of the feedback we’ve seen on the evolved skin for [the adult Turelim](#) we shared yesterday, these skins depict a mid-way point between the fledgling Vampires you’ve already seen in *Nosgoth* and the fully devolved state in which Raziel finds the Clans during *Legacy of Kain: Soul Reaver*’s gameplay.

Why only a mid-way point for our adult Vampires? Well, *Nosgoth* is set in the almost millennium-long period during which Raziel - the protagonist of *Soul Reaver* - is falling down the Abyss, following his apparent execution at the hands of Kain’s Lieutenants and before his resurrection as a wraith (for full details on *Nosgoth*’s background lore, check [this post on our forum](#) that collects all of our story blogs together).

So, the answer is that the Clans are still several centuries away from devolving into the forms familiar to *Legacy of Kain* aficionados – but they’re well on their way and no longer possess as many Human traits.

So, without further ado, allow us to present the adult skin for our Dumahim character class:

Here’s how Daniel Cabuco describes the skin:

“The **Reavers of Dumah** have adopted their trademark armor, the beautiful and deadly designs that will follow them into their total devolution. Believing they are the greatest warriors of the Clans, they have adorned themselves with the finely detailed vestments similar to that of Dumah himself. Here you can see hints of the monstrosities they will eventually become in *Soul Reaver*.”

Daniel shared these thoughts on the design of the adult Dumahim skin:

“For the Dumahim, we made ties to their clan lord Dumah’s pan-Asian themed armor decoration. Astute viewers will notice little details like the faces in the shoulders, and the metal crow’s skull in the center of the chest. Their hands have metal blades crafted over their claws to give them even more durability. The hair and head shape give hints of the monstrosities they will become.”

Want to ask Daniel a questions about the Dumahim’s evolved skin? Feel free to submit your questions via e-mail it to Nosgoth@square-enix.com with the subject line ‘Daniel Cabuco Q&A – Reaver of Clan Dumahim’ and we’ll publish his answers here on the blog in due course.

Be sure to come back and check out the blog tomorrow when we’ll be revealing (at long last) the Sentinel of Clan Razielim!



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Vampire Clan 'Evolved' Skins – The Deceiver of Clan Zephonim

2015-02-04 CAT KARSKENS, SQUARE ENIX

Last year, we released a number of skins for the existing (at that time) Vampire classes: the Reaver (Clan Dumahim), Tyrant (Clan Turelim) and Sentinel (Clan Razielim). These skins harked back to the *Legacy of Kain* series, with each of the Vampire character classes representing their Clans in the game. The Evolved skins were a mid-way point between the Vampires you see in *Nosgoth*, and the fully devolved state you see them as during *Legacy of Kain: Soul Reaver*.

Since then, we have introduced two new Vampire classes to the game, the Deceiver and the Summoner, and it's only fair they also receive this special treatment. Today, we'll be focusing on the upcoming **Deceiver** (Clan Zephonim) Evolved skin, and we have a special treat in store to go along with the reveal.

As with our previous Evolved skins, we drafted in *Legacy of Kain* luminary Daniel Cabuco to help shape their design. Daniel joined Crystal Dynamics back in 1998, where during his time working on the series, he rose from Lead Character Artist to Art Director, by the time *Legacy of Kain: Defiance* was released. To go along with this stunning bit of art, Daniel has also shared some background, to give you some insight into the design of the skin.

So without further ado, we're happy to finally show off something a lot of you have been waiting to see, the concept art for the Deceiver of Clan Zephonim's Evolved skin...



"The Deceivers reveled in their emerging powers and abilities, fully embracing the advantages bestowed upon them by their master Zephon. As time wore on, their insect influenced gifts evolved into physical ones. Beneath their skin a hard chitinous armor began to form, pushing out and slowly causing their flesh to peel away. Their bodies lengthened and any semblance of humanity began to give way to a more efficient killing form, one that reflected their instincts, their will, and their reflex actions. They embraced the changes to their form that their dark gifts wrought, binding their new skin under a tapestry of insectoid styled armor. Zephon's ability to hide his true face beneath an exoskeletal mask was seen as the height of evolution for the Decievers: they chose to imitate their master with the split mask to reflect their duality between vampire and predatory insect. Soon their cocoons began to resemble spider nests, their homes that of a large hive, and their method of feeding a twisted abomination of arachnids. They would leave their victims alive for weeks hanging in prisons of web to be fed upon at leisure. Woe to any who stood against them, for death by their hands would not be quick or neat, but a slow lingering torture..."

As detailed in our recent "[State Of Play](#)" blog, we expect to release this skin around March, but we'll keep you updated on the date as it nears. The blog also gives you a quick look at art for an upcoming Hunter skin, one of the oft-requested Human equivalents to the Evolved skins (due this Spring). Stay tuned as we'll also be showing the Summoner (Clan Melchahim) skin off soon, with a new blog.

Let us know what you think of this art, by posting on our community [forums](#)!

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First look

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Vampire Clan 'Evolved' Skins – The Summoner of Clan Melchahim

2015-02-13 CAT KARSKENS, SQUARE ENIX

In a [blog update last week](#), we released the concept art for our upcoming Deceiver of Clan Zephonim Evolved Skin. The response to the art has been fantastic, and we can't wait to release this skin! We can now also reveal the concept art for the upcoming Evolved skin for the Summoner class.

As with our previous Evolved skins, the designs were done in collaboration with *Legacy of Kain* luminary Daniel Cabuco, and depict a mid-way point between the Vampires you encounter (and play as) in *Nosgoth*, and the fully devolved state you see them as during *Legacy of Kain: Soul Reaver*, with the art itself done by our talented Psyonix artists.

The current Vampire Evolved skins (for the [Reaver](#), [Tyrant](#) and [Sentinel](#)) can be unlocked in-game by reaching level 25 on each class, or can be purchased through the in-game store. A release date for the Deceiver and Summoner skins hasn't been announced yet, but we expect these to hit the game around late March.

To accompany the art, we have some background information written by Daniel himself, sharing some insight into the skin's design...



"The Summoners of Melchiah believed themselves to be unstoppable. They were the most numerous of all the vampires, and welcomed the chance to spread their influence across the land. Then a bizarre affliction began to sweep through their ranks: a rot of the flesh, causing their skin, muscle and bones to fail. Feeding would not abate the effect, and soon they began to grow desperate, nearly falling upon each other. It was then Melchiah's discovery was made known. They could bind the flesh, the limbs, the bones of others to themselves, and not only regain the functions they previously had, but also absorb some the strength and endurance of their victims. Immediately the Melchahim sought to improve their attributes, tearing their victims apart after feeding to stitch and sew the trophies of their kills to their bodies. Some would do it to gain grotesque advantage in combat, others to improve their beauty. Among their clan it became fashionable to have many different skins, piercings, and markings to show their tenacity and invulnerability. Body modification became a way to show off their indifference to pain, to strike terror into their enemies and help spread tales of what would happen to a victim's corpse after it was fed upon. And even though the rot would still afflict them eventually, there was no shortage of body parts among their enemies to stave off the phage. Other clans would mock them as having the 'poorest gift' among the vampires, but the Summoners knew differently. They could improve themselves constantly and without end, they could cheat death with every stitch, and replace the damage of fire, acid, or sunlight. They would never stagnate, never know the boredom of eternity that could drive some mad. They have become truly unstoppable."

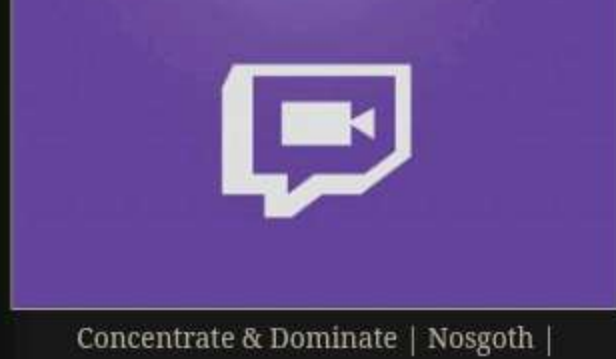
We hope you enjoyed this early look at what the skin will look like. We'll share more news and screenshots closer to the release date!



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